Custom 3D Homes!

It's functional :)

No fingers!
No styluses!
No save editor!

Step by Step Guide!

Intro:

I know this is long, I'm sorry!!

But once you've done the set up once, you can use the "base on existing creation" option and recolour them to get different variants (different awning colours, house colours, fence designs). Just need to repeat steps 4, 5, and 6.

- If you repeated steps 4, 5 and 6 twice you could combine the assets in a total of 128 possible combinations! Wow!

I'm trying to be as beginner friendly as possible - the design in this guide teaches you uses almost only the stamp tool! It's not the same design from my original post but it has the same steps (reduced to their simplest form for explanation purposes).

I will be demonstrating all of the drawing in the "Easy mode" version of the drawing menu. This doesnt have all the flexibilty of the "Artist mode", but the "Artist mode" looks really (understandably) intimidating to most people. There is no free hand drawing required to make the house, balcony or awning, this should all be accessible through only touching the D-pad, the right joystick and the other switch buttons.

My hope is to show you some basic principles to empower you to come up with your own ideas! :)
If you think other stamps are more your style than the ones I've shown here, dont be afraid to try!

There's no item sharing, so no-one can see your mess ups if you dont want them to.

Please remember to take your time and take breaks if you get stressed. There is no time limit on completing this tutorial and playing the game should be fun!

Okay let's go!

You should end up with something like this!

What you will need;

- 3 island object slots and 1 custom exterior slot in your studio workshop.

- A minimum of a 5x5 square of tiles where you would like to place your mii's house.

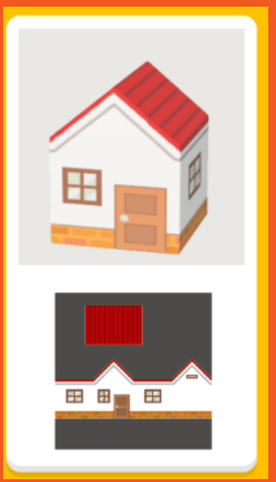
- 35 in-game dollars (or whatever currency your game is set to). Each island object costs $5 and we need 7 of them total.

By @beetrootsharks

If you don't consider yourself to be good at drawing and find it overwhelming, I completely understand.

I have figured out how to use this default option in the palette house for the actual building so you can still to make the awning (there are no default options that include second floor doors).

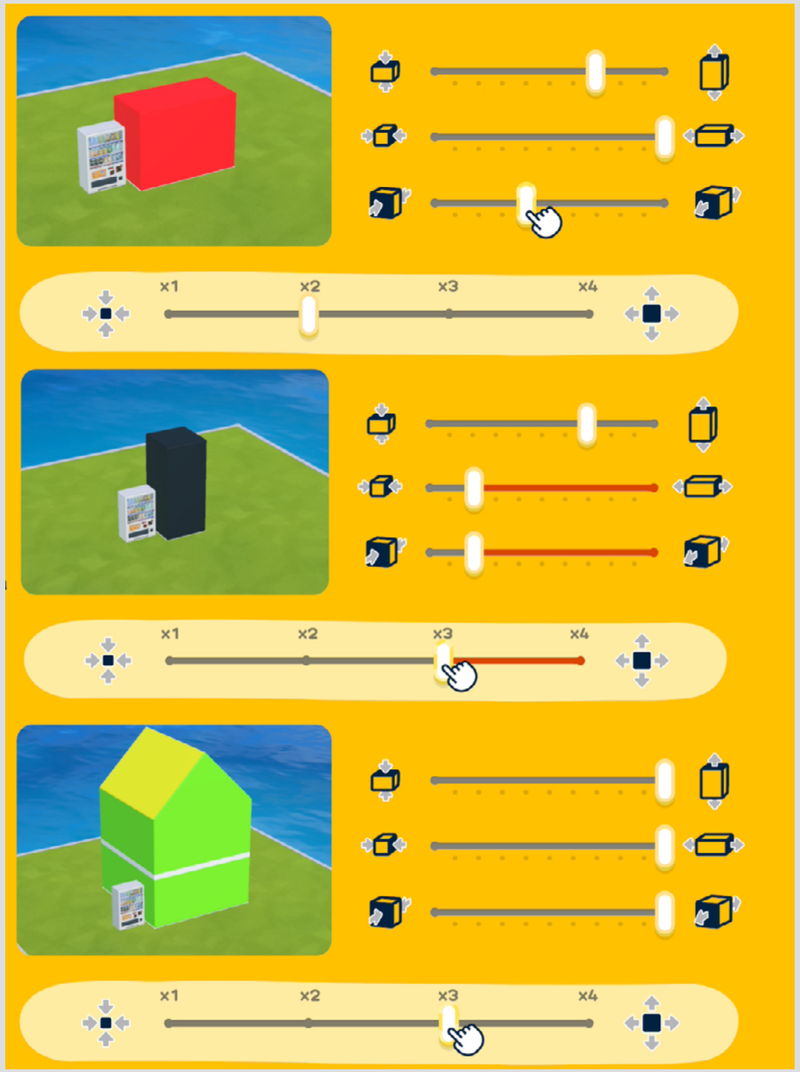
- any step that is necessary to do this alternate version (i.e. just the awning and the red-roofed house) will have this same orange box behind the text.
I can't guarantee that enough information is included in the orange box steps to make the awning without reading any of the other instructions, I apologise!

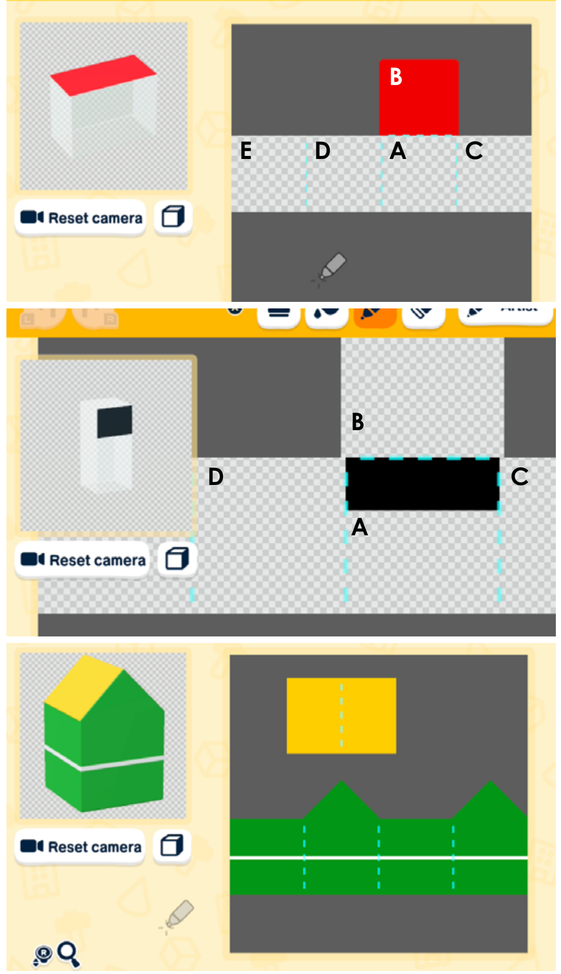


1) Create 3 island objects.

Make 2 island objects, using the “cube” preset, and one using the “triangular roof” preset. I have fill bucketed a single colour on to each of them

Set the sizes to the settings shown below, make the names something you will understand while building it - you can change the names at the end of the tutorial.





2) Colour in the following faces on each object.

We want;
On the red cube only the Side B to be filled in- this will be the floor of the balcony,
On the white cube we want a square on the upper third of Side A - this will be the balcony railing/ fence. Use the eraser tool to make stuff transparent

The triangular roof object is completely filled in, but I recommend splitting the big horizontal section at the bottom in half using a line, as is shown above. So that you can check that the balcony lines up with the second story in Step 5.

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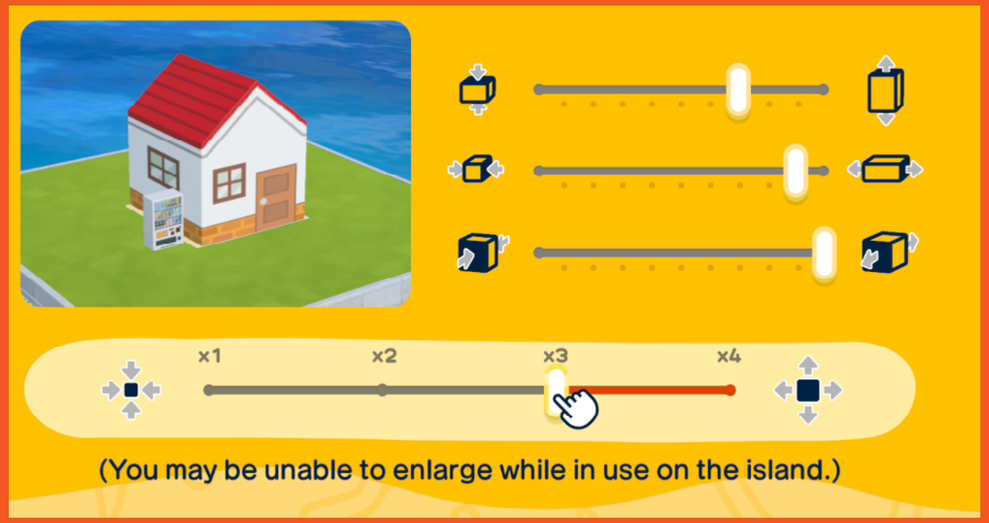
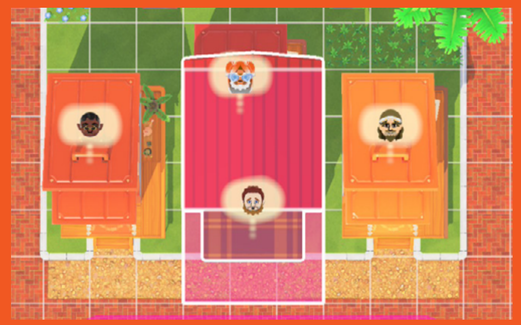
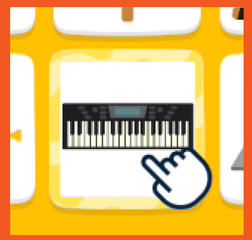


The design I am showing non-orange box people is for a 2-story house (so I can also demonstrate the balcony), but it’s entirely possible to use this “red-roofed house”preset that appears when you click on the “triangular roof” model when creating your island objects. If you only want the awning and want to touch the drawing menu as little as possible, do this.

The dimensions I recommend for the “red-roofed house” preset are above - this menu appears after you nameand describe the object.

BTW: This the same footprint as the default mii houses!





Keyboard stamp! (Page 1, Row 4, Column 7 in the stamp menu).

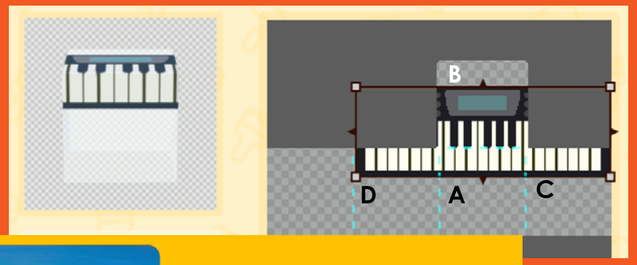
3) Now, Create one custom Exterior!

Use the “cube” preset again for this.

This is going to sound so strange, but walk with me. Use the above keyboard stamp - to make the shape of the awning. I promise this will look good later, this is the only default stamp that has the dimensions we need aaaa.

Scale the stamp so that it horizontally fills squares A, C and D. Dont worry about the gap on square B just yet.

Press the plus button and name your new keyboard exterior monstrosity!



This image is just here to remind people why they clicked on this because otherwise this page is just me asking them to make an Exterior which is just a keyboard.

By @beetrootsharks

Navigating the stamp menu.

Press “X” to switch tools. In the stamp menu that appears, the keyboard is located on the first page in the bottom row, 7 columns from the left. Press “A” when your cursor is above it - this should take you back to the drawing screen. Press “A” one more time to use the stamp.

Flick the right joystick up and down to make it bigger or smaller. Hold down the D-pad buttons or use the left joystick to move it into the position you want.

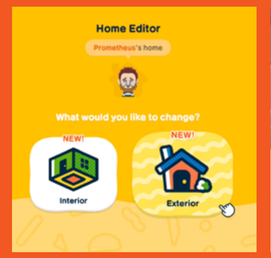
You can tap the d-pad buttons to move stamps pixel by pixel.

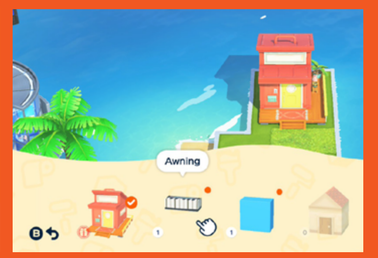
4) Set your desired mii to have the custom exterior

Go to T&C Reno and buy one of the custom exteriors you just made - the keyboard awning monstrosity.

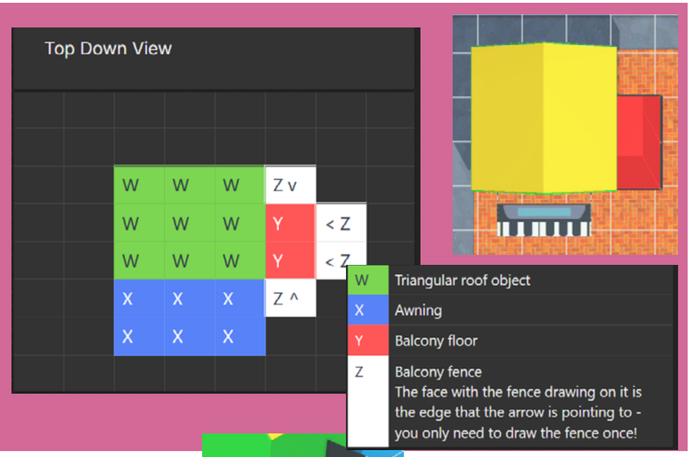
Press “X” and go to houses, select the house of the mii you want to live in the eventual custom building and swap their exterior for the custom exterior (awning) you just bought.

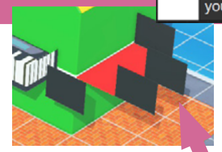
This might play a very funny cutscene of your mii calling the floating keyboard we just made “[their] dream home”.





Yes, I have a mii of Prometheus.
Everyone say hi Prometheus.


Top Down View
W W W Z v
W W W Y < Z
W W W Y < Z
X X X Z ^
X X X
W Triangular roof object
X Awning
Y Balcony floor
Z Balcony fence
The face with the fence drawing on it is the edge that the arrow is pointing to - you only need to draw the fence once!



Incorrect fences

Correct fence rotation

5) Go to Quik Build and buy 1 of the green triangle roof items (the building), 1 red item (balcony floor) and 4 of the black items (balcony fences). Colours here are referring to the middle column on the second page

Place the objects you’ve made next to each other as shown in the image with the black star.
You can technically place them in any configuration. But you will have to adjust where you draw the doors when you draw the texture.

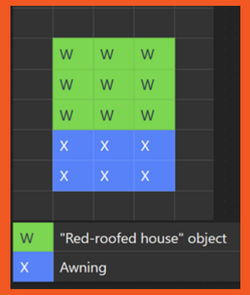
This example is also the smallest possible footprint this concept can have (a 5x5 square), allowing for houses to be as close together as possible.

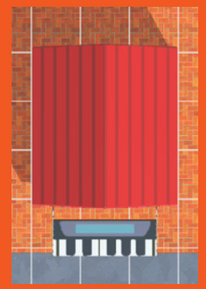
You will need to rotate the balcony fence item so that the square you’ve drawn on it touches the balcony floor.

Since the awning is an Exterior you will need to clear all six tiles that highlight as blue when you are placing it.

5.5) [alternate For red-roofed house people]

Buy one of the red-roofed houses from Quik Build. And place it behind your keyboard/awning as shown below!





I recommend saving your game now, so you don’t lose any of the progress we’ve made so far. The game auto-saves after you leave the Island Builder menu, but it’s better to be safe.

... Now comes texturing

As stated above, this guide uses the “Easy mode”. However, the same principles apply no matter which mode you use! Every stamp and brush size that’s in the “Easy mode” is accessible in the “Artist mode” as well.

If you’ve ever used MS.Paint, KidPix you should be able to make this work. I think it’s easier than AC:NH tbh too so even if you hated that, this might work!

I used basically only the D-Pad and buttons when I playtested this guide, the right joystick is occasionally used to make the stamps smaller. No finger drawing, no styluses, no save editor.

If you are confident using these things, go right ahead, but I wanted to make this as bare bones as possible. If you can only press buttons, you can make this - you might need a bit of patience, but I believe in you!

By @beetrootsharks

6) Texturing the House

I'm so sorry, we are starting with the central building part first. Please dont be scared by the number of words on this page. This is the last page of information that requires you to learn anything new. After this it's just repeating these steps for the other objects.

i) The triangluar roof island object.

Use the brick texture stamp shown below to fill in the base. Go to the 5th page using the ZR/ZL bumber buttons in the stamp options menu. Flick down on the right joystick until it wont get any smaller. Then move it over to the edge of the house, either by holding down a button on the D-Pad or by using the joystick.

Double tap the "A" button when you want to place the bricks (make sure not to move your cursor before the second tap). This automatically makes a copy of the stamp you just placed, so now you should be able to continue placing this stamp and the size you've set, keep double tapping everytime you want to place the stamp until you can no longer see any of the base colour on all 4 side faces in the preview window. If the stamp becomes full size again, dont stress just flick down on the right joystick to make it smaller again.

This is the most tedious part in this whole thing. After the bricks are in it's alot more fun.

Bricks (Page 5, Column 9, Row 4)

By @beetrootsharks

DOOR AND WINDOWS!

There are door and window stamps too!
- Same logic applies, make it small, D-Pad to move to desired position.
- Place two doors; one in Square A and one is square B.

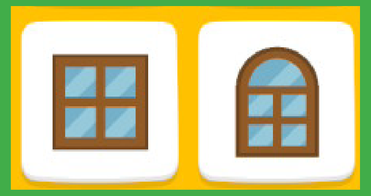
Square A's should go directly in the center and touch the bottom of Square A. I scaled it to be as high as 4 rows of bricks. The bottom of Square B's door should meet the top of the 5th row of bricks

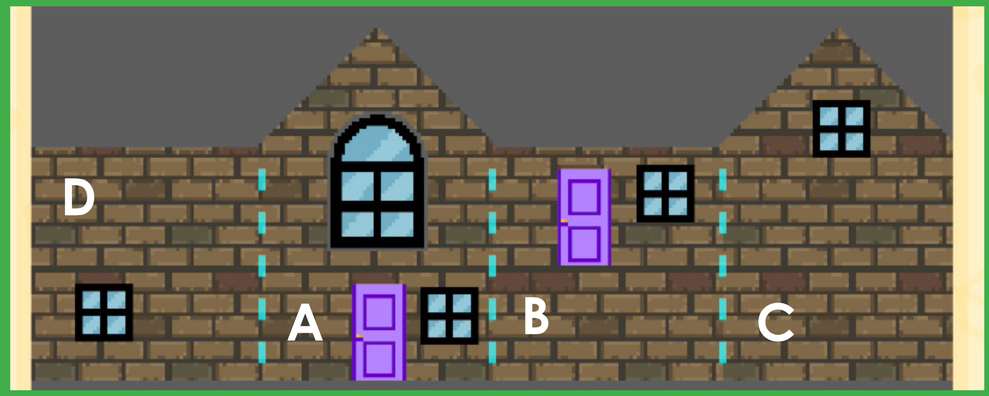
Place the windows however you want. If you look too closely at my example, you'll notice none of them are aligned properly. So avoid doing that!

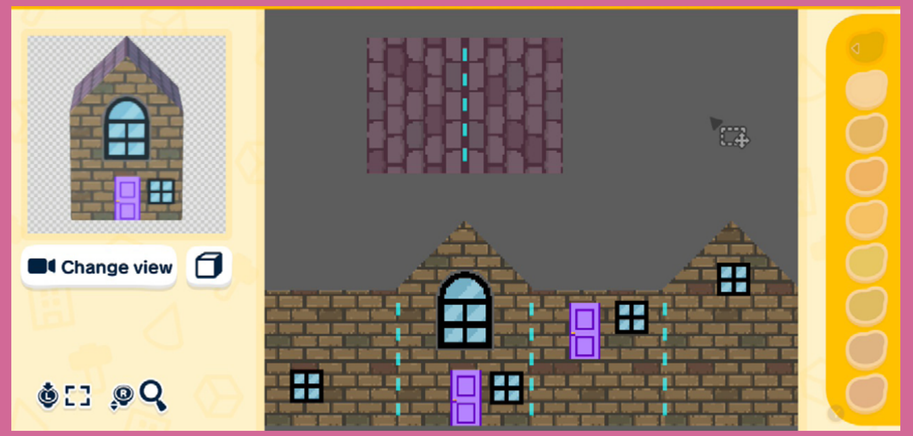
- Optional: use the fill bucket to fill in the frames with black or change the colour of the door!
- for example I made the doors purple to go with our roof!

Door stamp used is on Page 5, Row 3, Column 1.

Windows:
Page 5, Row 3,
Columns 3 and 4.







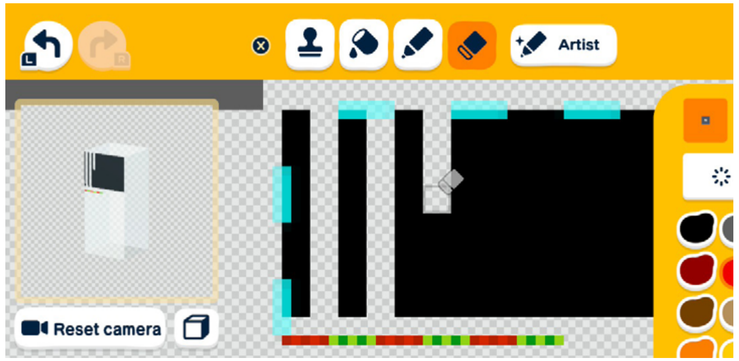
Page 5, Row 3,
Columns 5 and 6.

ROOF!

Use the in-game roof tiles stamps for the roof
- same logic again, but before you place it hold down the L and R buttons to rotate it 90 degrees.
- *Remember to double tap A so you get two copies!*

Press the "+" plus button to save your new edits to your custom building island object!

And that's the hard part over!

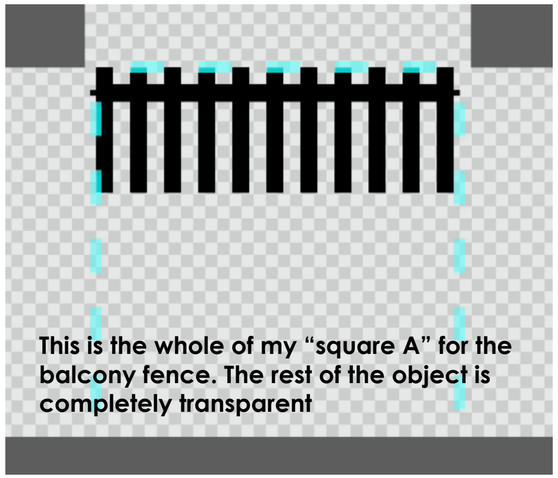


ii) Balcony fence
Use the smallest eraser tool to erase vertical lines into the box we made earlier. So you have a pattern of 3 black pixels, 3 transparent pixels, and so on.

If you only want to use stamps, there is a stamp of three white lines on Page 5, Row 4, Column 3 - shown below. Use the fill bucket to fill this with black.
- My problems with this stamp are that, It wont scale down to very small and the lines arent a consistent width.
- If that doesnt bother you, go right ahead!

Then, draw one horizontal line using the 3 pixel wide pencil tool. or use the single white line stamp next to the one below

!!Press the plus button to save edits to your balcony fence!!



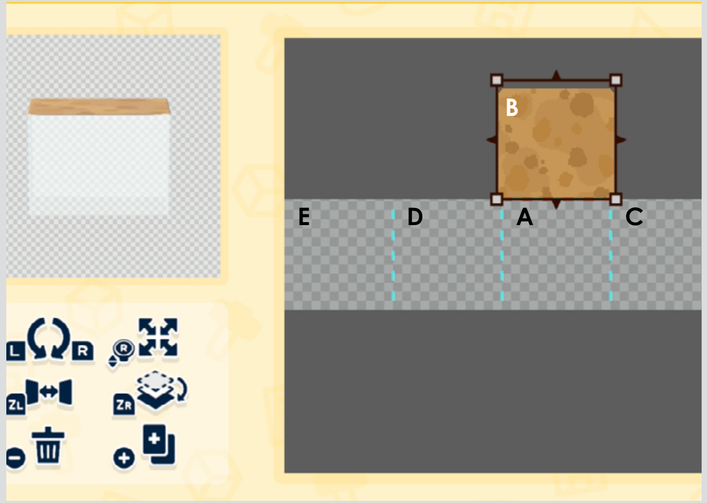
3 white line stamp (Page 5, Row 4, Column 3

Why'd they make it white? I dont know, I assume for a crosswalk/zebra-crossing. But its so hard to tell what it is in the menu because it's white on white! Argh!

iii) Balcony floor
Okay, we are so close
- use the above stamp (on Page 5, Row 4, and Column 8)

- Scale it down using the right joystick again so that it is the same size as the side B. Then, hit the A button, just once this time.
- That's all (I wish they were all this simple).

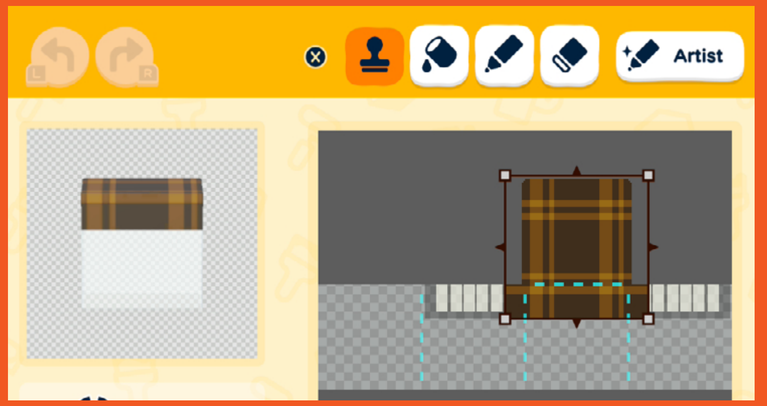
!!Press the plus button to save your balcony floor!!

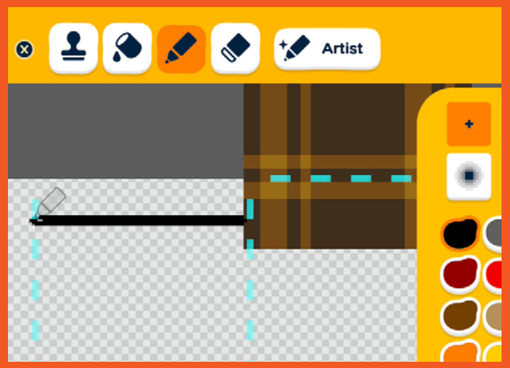


By @beetrootsharks

iv) Awning **
- Use this checkered stamp (it's on Page 5, Row 1, Column 6 of the stamp menu).
- Scale it down using the right joystick so that it reaches the bottom of the keyboard stamp you placed earlier. Now erase everything on Side A, C and E using the biggest eraser tool.
- Optional: use the pencil tools smallest brush to draw a horizontal line on Squares C and D, that acts as the metal pole which holds the awning up.

!!Press the plus button to save your edits to the awning Exterior!!





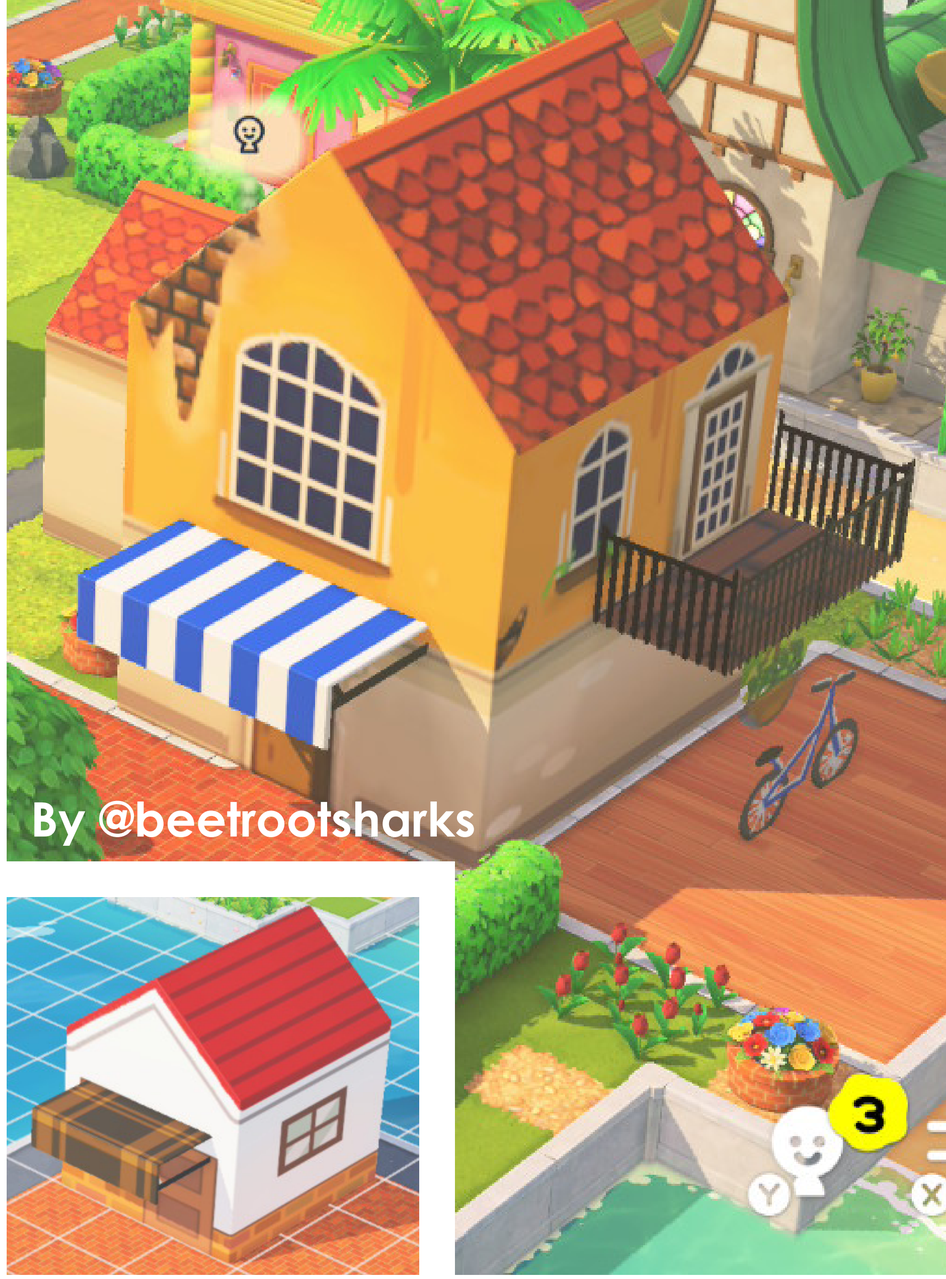
THATS THE END OF THE TUTORIAL!

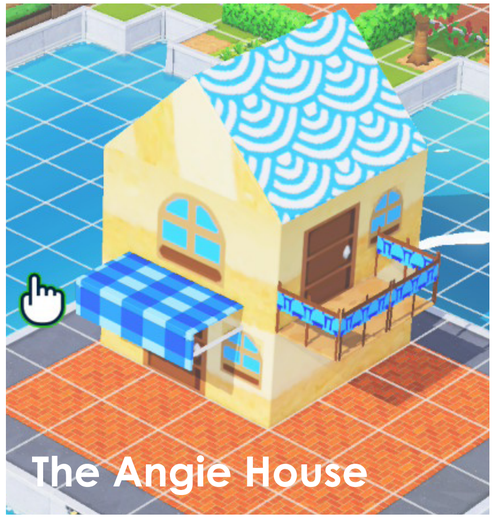
And, you're done! These next 2 slides slide are completely optional reading,,, well this whole thing is optional, but you know what I mean. There's no more "techniques" to learn.

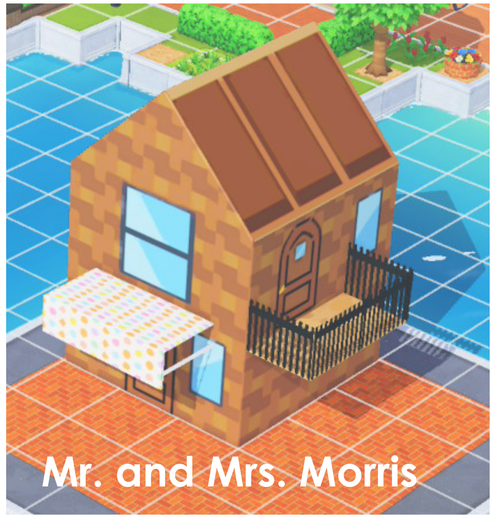
So, just to reiterate, the design I've shown you how to make here is the absolute bare bones explanation.
In my original post I was being a bit of a showboat and added the bike and hanging plant and moulding.
I really didn't know what I was doing and was making it up as I went along (and I didnt take any screenshots).

I suggest you just keep playing around, trying different things - you might find a stamp that is better equipped for part of this that I missed!
- Please help me replace the keyboard stamp part. Omg. I'm so worried people will stop reading after that part cause it truly sounds insane.

Remember! You can always close the drawing menu, save your edits and come back later!

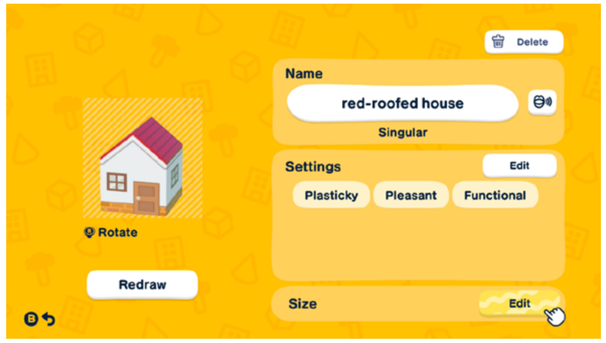


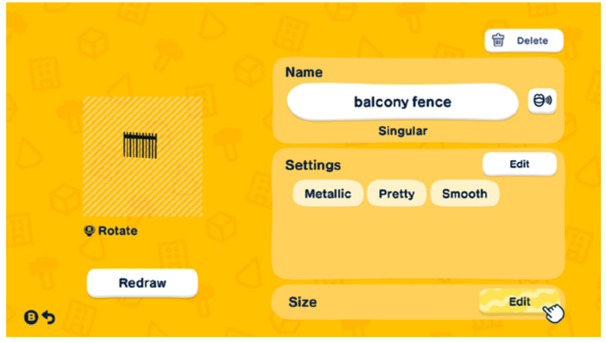


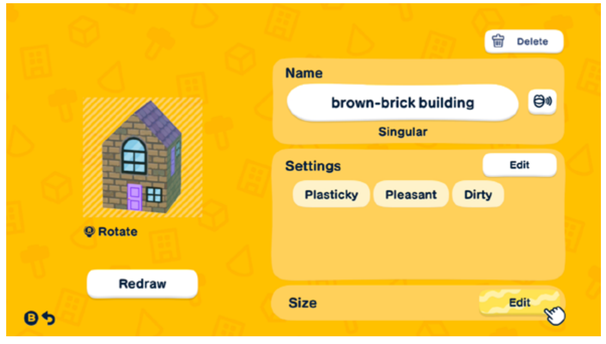


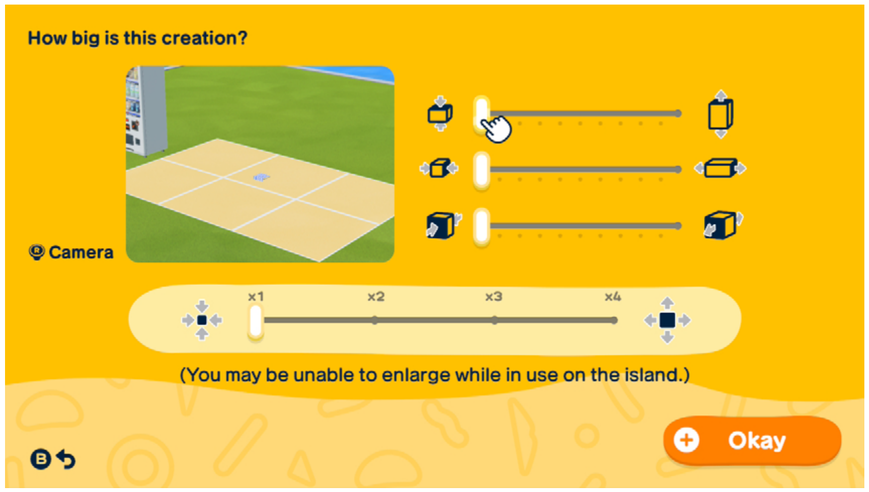
Check comments for stamp lists for the alternate designs!

This page is a dumping ground for the other screenshots I took



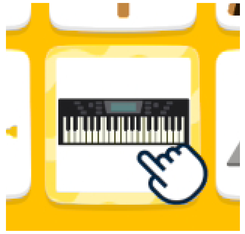






This is the absolute smallest you can make an Exterior! Note how the game still requires 6 full tiles for it. Which is the same number of tiles the awning using (this is total coincidence, I didnt plan it at all /gen).

Prometheus is working the Quik Build today, so he sold me his own house!



The “Alien” house from the last slide actually uses the same keyboard stamp from before! Its the base for the white and black stripes.

I felt so accomplished when I did this lol

This image shows you how to make a split level home by using beach tiles. The island object in front is one Exterior and so is the awning with the blue stripes! This means you can make a single house that the game treats as two seperate houses, or put another way.

You dont have to wait for you miis to ask to move in with the person you want!

Both Exteriors could be placed on the same level, if desired also!

Okay! That’s all! Class dismissed!